



THE BROWNSEA GAZETTE

Volume 3 – Edition 2

October 2004

Provincial Council News -

The FIRST thing I must do in this edition of the Newsletter is apologise to the 14th Dragon Lake BPSA Group in Quesnel, who were mistakenly identified as the 14th Devil's Lake in the last edition. I have fired the proof-reader.

Warrants of Appointment

The following Warrants of Appointment have been issued and the appointments confirmed:

Howard Sommerfield – 9th BPSA Ladner
Michel Robert – 14th BPSA Dragon Lake
Jack Service – ADC Thompson - Cariboo District
Rod Peterson – 14th BPSA Dragon Lake
Robert Willson – 14th BPSA Dragon Lake
Cyrus Matzner – 14th BPSA Dragon Lake
Ric Raynor – 14th BPSA Dragon Lake

Group Charters

The following Group Charters have been issued by the Provincial Council:

9th Ladner BPSA Scouting Group
14th Dragon Lake BPSA Scouting Group

Registration:

Registration is going very well this year. Groups are reminded that Annual Registration fees are due into your District Commissioner **no later than 15 October 2004**. This will allow them to get the fees to the Provincial Treasurer in time. The annual registration fee is \$45 this year.

Your District Commissioner has the up-to-date forms and youth and adult applications for you if you require more of them.

Annual General Meeting:

The AGM will be held on the weekend of October 16th & 17th at the Chehalis Forestry Site, near Harrison Mills. Please plan on attending. Your votes are important to the running of the Association. Your DC can provide you with directions to the site.



WFIS News:

A very successful, and historic, World Conference was held at the Fintry Estate on Lake Okanagan. Representatives from Europe, South America, Australia, and North America attended.

The delegates did a lot of work for us, writing the WFIS Constitution, formulating WFIS policy, electing a new slate of officers, and selecting the location of the 2007 Jamboree.

The following persons were elected to run the WFIS World Council until the 2007 Jamboree, when the next elections will be held:

- Nico Grisafi – Italy - President WFIS World Council
- Bill Nangle – Canada – Vice President WFIS World Council
- Adrian Crewson – Canada – Secretary/Treasurer WFIS World Council
- Brian Cooper – Australia – Wood Beads Secretary WFIS World Council

The Conference was held under canvas in as authentic setting as we could recreate today. The use of the tents and cots were donated by a movie set company in Abbotsford, and even though the tents were dated 1941 & 1942 they did admirable service for us.





Ric Raynor of 14th Dragon Lake Receiving his Warrant of Appointment from Klaus Tegeder, Chairman of WFIS Europe.



Delegates from Italy, Germany, Australia and Canada hard at work.

Many thanks must go to Ron Long who did an outstanding job of organizing the Conference while your Chief Commissioner was away for the summer with the Army Reserve. Ron did everything, from negotiating the use of the tents, to picking them up, making the menu, buying the food, and getting the use of the Fintry Estate for us. Great job Ron!!

Many thanks must also be heaped upon Peter and Marion, the resident caretakers of the Fintry Estate, who acted so capably as our cooks for the week. The food was outstanding.

Also, I would be very amiss if I did not heap praise upon Jose Garcia, our Spanish translator. Jose did a fantastic job at keeping the South Americans and our lone Italian Scouter properly informed of the English conversations and discussions going on at the Conference table.



Camp Recipe Corner

Here's more simple recipes for your next camp, once again they're direct from the dark and dusty archives of the 3rd Colwood BPSA Rover Crew.....our eating experts ☺

Beef Stroganoff

Ingredients:

4 1/2 cups water
2/3 cup instant powder milk
1 pkg sour cream mix
1 pkg Stroganoff mix
2 cups egg noodles
1/2 cup dried beef (see "Dried Beef," below)
2 tsp salt
4 tbs margarine (optional)

Instructions:

Mix 1 1/2 cups water and 1/2 cup powder milk. In pot, add milk to sour cream mix and Stroganoff mix. Heat until sauce thickens. Place noodles, beef, salt, and 3 cups of water in 2nd pot. Bring to boil and simmer 15 minutes. Stir in sauce, add margarine and serve.

Feeds Three.

Cheese Spuds

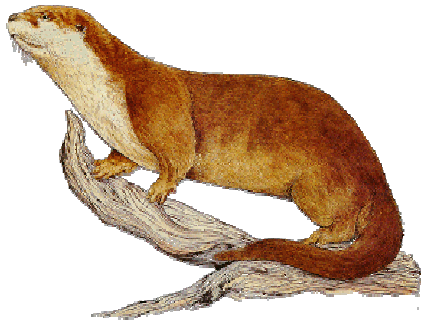
Ingredients:

1.25 package of Oreo's
1/2 stick margarine
8 oz cream cheese
1 cup powdered sugar
3.5 cups milk
2 sm. boxes instant vanilla pudding
12 oz Cool Whip

Instructions:

Crush Oreo's until fine.
Cream margarine, cream cheese and powdered sugar together.
Mix milk and pudding and combine with margarine mixture.
Mix well, and then add Cool Whip.

Feeds Four



Fun along the River Bank

HUG-A-TREE AND SURVIVE

HUG-A-TREE and SURVIVE is a Search and Rescue program. It is aimed at children from kindergarten to grade six, and has as its purpose the goal of teaching them:

1. *how not to become lost in the woods*
2. *what to do if they do become lost*
3. *how not to come to harm*
4. *how they can help searchers find them*

The HUG-A-TREE and SURVIVE Program originated in San Diego, California, U.S.A., following the tragic death of a nine-year-old boy who had become lost. Founders, Mr. Ab Taylor and Mr. Thomas R. Jacobs, developed the program to teach children how to keep from getting lost; what to do if they do become lost; how to stay warm and dry, and how they can help searchers to find them.

You are encouraged to discuss the contents of this page with your Otters. We hope your Otters will never become lost. However, if they do, this knowledge will help your Otter remember information that can help make the search both short and successful.

The main features of the program involve impressing upon the Otters that they can help by looking after themselves and by assisting the searchers.

A Recap of the Presentation

1. **ALWAYS TELL SOMEONE WHERE YOU ARE GOING** so that the searchers will know where to begin their search.
2. **ALWAYS CARRY A GARBAGE BAG AND WHISTLE** on a picnic, hike or camping trip. If lost, make a hole in the bag for your face and put it over your head: it will keep you dry and warm. A bright coloured bag (orange) is preferable. The noise from a whistle will carry further than your voice and requires less energy.
3. **ADMIT IT TO YOURSELF WHEN YOU BECOME LOST.** It can happen to anyone, even adults. When you become lost, admit it, and take actions to be comfortable and maintain a positive outlook until the searchers arrive. Use your head. It is your best survival tool.

4. **HUG A TREE** once you know that you are lost. One of the greatest fears of a person of any age can have is being alone. Hugging a tree, sitting by a tree, and even talking to it, will calm you down and prevent panic. By staying in one place, you will be found far more quickly, and won't be injured trying to find your own way out.
5. **YOUR PARENTS WON'T BE ANGRY WITH YOU.** Time and time again, children have avoided searchers because they were ashamed of getting lost, and afraid of punishment. Please assure your Otters that both you and the searchers will be happy to find them. If children know a happy reunion filled with love is awaiting, you will be less frightened, less prone to panic, and will work hard to be found.
6. **HELP THE SEARCHERS TO FIND YOU.** Listen for their yells and whistles, and respond. Children need to know that searchers are friends and volunteers who do it because they care and want to return them to their parents, safe and sound. They need to know that searchers are not strangers who want to hurt them. Children who have not been taught this fact may actually hide from searchers. Children need to understand that if they stay in one spot, it's easier for searchers to find them.
7. **MAKE YOURSELF BIG.** From helicopters, people are hard to see when they are standing up, when they are in a group of trees, or wearing dark and drab clothing. Find your tree to hug near a small clearing if possible. If you are rested, make crosses or other signs with broken shrubbery, rocks, or by dragging your foot in the dirt. Remember to wave your orange bag when you hear the searchers.
8. **THERE ARE NO ANIMALS OUT THERE THAT WANT TO HURT YOU.** If you hear a noise at night, yell at it, or blow your whistle. If it is an animal, it will run away. If it is a searcher, you will be found. Fears of the dark and of "lions and tigers and bears" are a big factor in panicking children into running. They need strong reassurance to stay put and be safe.

OTTER GAME

Lighthouse

One of the players is the lighthouse, parked at one end of the hall. Half the players are rocks and are spaced around the floor, with a gap between each of them. The rest of the players are ships who have to make their way, blindfolded, through the rocks to the lighthouse. On "GO," the lighthouse goes "Woo Woo" to guide the ships. The rocks go "Swish Swish," very gently to warn the approaching ships of danger, and the ships are supposed to sail between the rocks to the lighthouse. If a ship hits a rock, it sinks and stays where it is. When all the ships have either sunk or reached the lighthouse, the players switch roles and play again.



The Wolf Den

FIRE SAFETY

Fill in the blanks. Every answer is used once and only once!

Fire Exits **Fuel** **Fire** **Help** **Stop, drop and roll**
An Adult **Floor** **Drills** **911** **Smoke Alarm**

1. Don't play with _____.
2. Keep _____ away from fires or heat.
3. Know where the _____ are in buildings you enter.
4. Have fire _____ at home.
5. Check your _____ every month.
6. Smoky the Bear needs your _____.
7. If your clothes are on fire _____.
8. In a smoke-filled room, the **best** air is near the _____.
9. The Fire Dept. emergency phone number is _____.
10. Never start a fire or use a stove without _____ present.

TIMBER WOLF GAME

Elephant Relay

Have the Timber Wolves each place a clean sock over one hand. Scatter peanuts on the floor. On "go" the first Timber Wolf must use their covered "elephant trunk" to pick up two peanuts and place them in the bucket. They then return to the end of the line and the next Timber Wolf goes. Continue until all the Timber Wolves have had a turn.



Backpacker's Corner

SAFETY ON CAMP

Accidents on camps and hikes account for over half of all Scouting accidents. Many of them could be avoided with a little extra care.

Litter

Bottles, cans and plastic bags are not only dangerous to you but also to animals who may be grazing on the land. Therefore a clean site is one way of preventing accidents with these types of rubbish.

Ropes

Ropes hanging from trees are a favorite way of breaking arms, legs and acquiring other injuries, as Timber Wolves and Explorers fall from them, branches break, ropes break or knots give way.

Ropes lying on the ground are an excellent way of tripping people up. The most lethal use of ropes on campsites, which cause many accidents, is the fencing off of the Patrol sites and kitchen areas by sisal strung a few inches from the ground. Guy ropes are another favorite.

Things in the ground

Tent pegs left in the ground are not only dangerous but also an unnecessary waste of money. You are less likely to lose them if:

You paint them brightly so they are easily seen.

You count them.

You teach your Patrols how to left them from the ground correctly.

Holes

Pits are very useful for disposing of waste liquid however we need to mark these pits carefully and fill them in properly when you leave.

Fires and stoves

Fires too close to tents, placed in cluttered areas, and built too high are all causes of accidents.

Altar fires should be built not more than 450mm (18 inches) above ground level and built correctly. Under no circumstances should white gas be used to start or revive fires.

Stoves filled with the incorrect fuel (e.g. Kerosene instead of white gas), knocked over, incorrectly assembled or having their cylinders changed inside tents or near naked flames have all been the cause of accidents - be warned and act sensibly.

Never use a stove in a tent!!!

Axes ,saws and knives

Remember the rules for these tools and enforce them in your camp. Extra care should also be taken if the weather or timber is wet.

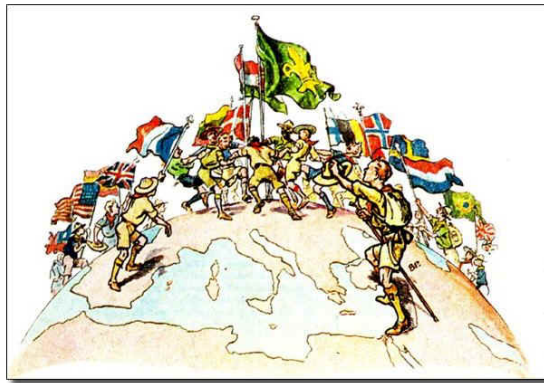
Woodpiles

Woodpiles should be kept tidy. Extra care should be taken if the wood being used on site contains nails or metal spikes such as packing cases or pallets.

Program

The program on offer in camp can present its own opportunities for accidents. Pioneering, hiking, games etc. You cannot avoid all accidents the best that all of us can do is to take as much care and attention to safety as is possible without taking the enjoyment and adventure away from the activity.

The golden rule is act sensibly and don't put people at risk.



**The 2007 WFIS World Jamboree will be held in Chile,
between the 15th and the 22nd January.**

**Scouter Terry Blaker, DC Lower Mainland, has been selected as
the Contingent Leader by the Provincial Council. BPSA-BC will
be sending a composite Troop to the jamboree**



Patrol Leaders Corner

A SCOUTMASTERS TOP TEN LIST OF WHAT A PL SHOULD DO.

1. **Enjoy themselves.** There should be a good program for older sc that keeps them interested in Explorers. Being a PL should be a fun job that is interesting and enjoyable.
2. **Help run the troop.** As a PL, you should see yourself as a key member of the troop. If your troop is a good, friendly troop following a good program, then that will be down to you doing a good job as a Patrol Leader.
3. **Organise some activities.** At troop night you could deal with flagbreak, organise games, choose prayers, inspect or set-up inter-patrol challenges. At the weekend or at camp, you can organise activities such as wide games, hikes, bike rides or social events such as ice skating. Doing that really is helping to run the troop.
4. **Help plan the program.** Find out from your patrol the activities your Explorers want to do. Discuss these ideas, and your own, with the Leaders and other PLs at the Court of Honour. Together, build a program and plan in detail the activities you want the troop to do.
5. **Set a good example.** The SM's lament, "It's hard enough keeping the Explorers under control without having an unhelpful set of PLs." This is a joke, but you, the PLs, need to decide what type of troop behaviour you want, set a good example and expect your patrol to follow it. Use the PL Code to make rules and then enforce them.
6. **Lead the patrol in patrol activities.** Your patrol is a key part of the troop, for example at summer camp when you are camping in patrols. Your patrol needs you to guide them to do the right thing: cooking, chopping wood, washing up, lighting fires, going to bed, keeping the camp tidy and lots of other things. Leading your patrol means explaining what needs to be done, answering questions, watching, helping, encouraging, instructing and setting standards for your patrol. Don't keep the interesting work yourself, spread it around so all your patrol get some fun. And make sure it is fun. Don't take scouting too seriously, it is a game. So allow space and time for your patrol to enjoy themselves.

7. **Look after and train younger Explorers.** You will be closer than your leaders to the new Explorers that join your troop. Sometimes it is quite difficult for them to take orders from an older Explorer. They are inexperienced and probably nervous, so treat them kindly. If the Explorers in your patrol are well trained, you will be able to rely on them to get jobs done.

8. **Run patrol activities.** You will do a lot more as Explorers if you do activities as a patrol. It need not always be your patrol on their own, you can go with other patrols if you wish. A weekend patrol camp or social activity that you plan and run yourselves will help your patrol work better as a team.

9. **Choose a Seconder.** You need to choose an assistant who will work with you. Share your role with them. This gives them experience that will be useful when they make PL. It will also give you a rest,

10. **Work with your leaders.** Together, you are going to make your patrol and troop really something. If you are at war, your troop will be a disaster.



Klaus Tegeder, Chairman of the WFIS-Europe Region
Playing in the Quesnel Fire Chiefs car during a break at the
WFIS World Conference.



Troop Corner

Canoeing the Blackwater (West Road) River.

By the 14th Dragon Lake BPSA Scouting Group

It's Friday, August 20, 2004 and the trailer is loaded with six canoes, twelve PFDs, eighteen paddles, bailers, throwing lines and all of our camping equipment for the next three days. The crewcab pickup has all of our food and personal gear with three adults and three Explorers as we set out to meet the other half of our Troop that was able to make this weekend. We meet the other two adults and four Explorers at the Bouchie Lake School and we continue two hours West of Quesnel to where the Batanuni Road meets the Nazko Road at a place called Gilles Crossing. Our Explorer Leader Rod Peterson has arranged with the owner to camp on the property overlooking the Euchiniko River. The first order of business is to raise the flag and open the camp. A suitable tree is found and lines are rigged. Our brand new 14th Dragon Lake BPSA flag flies proudly over our Troop as the Canadian flag is broken and the National Anthem sung in the heart of the wilderness of the North Cariboo region of British Columbia.

The Explorers choose to create one Patrol for the weekend and pitch their tents and set up their kitchen as the adults collect wood for their cooking fire. AEL Bob Willson has agreed to cook the first night and has been marinating five moose T-bones, or should I say "Brontosaurus steaks" for the adults. (They are so huge they cover the entire plate and then some). The potatoes are wrapped in foil and placed in the fire and the water pot is set beside the fire to boil for the corn on the cob. As the coals become ready, the grill is placed over the fire and the steaks sizzle to perfection. An entire meal cooked over the fire is a perfect start to the weekend camp. Meanwhile, the Explorers have pitched their tents, stowed their gear, set up their kitchen and have devoured their hamburgers and salad and then come over to our site to scrounge some firewood. As the darkness is starting to fall, we begrudgingly lend them some wood with the understanding it will be replaced tomorrow. We listen to the Explorers as they gather at their fire and play games in the darkness as we prepare for the next day and then retire early to bed.

Saturday morning arrives with high overcast and a light dew. The weather is perfect for a day of paddling. Most of the Explorers have emerged from their tents and the remaining sleepy heads are rudely awoken from their dreams. TWM Cyrus Matzner has created an english muffin with fried egg, bacon and cheese breakfast for the adults while the Explorers chose oatmeal with fried sausage chub chunks for theirs. Lunch sandwiches are prepared and packed into a water tight pail with oranges and granola bars and we all loaded into the truck for the drive up to the Nazko bridge crossing.

We unload the canoes and put in at a Forest Service Recreation site on the Blackwater River. The Explorers decided on the way up who was pairing up with whom and although we were not sure of their choices, we agreed to let them try. A canoe of adults took the point and the sweep and we set out on the river. The water level is fairly low this time of year and the water is not too fast, but all of our paddling practice this summer has been on Dragon Lake, and not moving water. Despite all the instruction on the differences between flat water and moving water, we found some of the pairs having trouble early on. The best way to learn is to carry on and we encouraged them until frustration got the better of one crew. We changed two crews around and life was much better. We had decided early on to take breaks every hour and took that opportunity to change crews around to that everyone could work with each other. The peace and quiet was amazing with the only sounds being the paddlers and their paddles. We saw lots of birds, fish and the occasional eagle, but the larger wildlife could not be seen over the river banks.

We took our lunch at the half way point and explored some abandoned cabins and had target practice with one of the Explorers hats before setting out again. Some parts of the river were too shallow to paddle and we had to get out and line our canoes through these areas. One marsh was also very shallow and we had to pole our way along as the bottom was too mucky to walk through. Nearing the end of the trip, we paddled down a class 1+ rapid and found a group of fly fishermen in pontoon boats. The fishing was excellent they said and we believed them as we saw one fish dancing across the water on the end of a fisherman's line. Too bad we didn't think of bringing our fishing gear! Next time we will. Signs on the river ahead warned us of the approaching class 3 rapids and the turn off for the Euchiniko River. We navigated our way up the narrow passage where the Euchiniko meets the Blackwater and paddled upstream back to our camp. The winds started to pick up and the last leg of our journey took the most energy. Six hours after putting in, the last canoe was hauled up the bank and into camp.

You would think that after paddling all day, the Explorers would take a rest, but no, a game was quickly arranged and the Explorers disappeared while GSM Ric Raynor started the adult's dinner of Chicken Marengo over Basmati rice. The Explorers had their Troop specialty of KD and wieners with left over sausage chunks and salad and we all gathered around the fire for smors and to recap the day's events. It was an early night for everyone.

Sunday morning arrived cool and wet. A torrential rain storm soaked everything but our spirits overnight, but a warm fire the Explorers cooking our scratch pancakes made up for the firewood we lost Friday night. After loading up all the equipment back into the trucks and the trailer we turned back to our new flag to close the camp. After being baptised in the wilderness of B.C., our Troop flag is ready to fly over many more camps in the months and years to come.

The 14th Dragon Lake BPSA Scouting Group was chartered in June 2004. Dragon Lake is part of South Quesnel in the Cariboo Region of British Columbia. We currently have three sections, Otters, Timber Wolves and Explorers with 40 registered youth and seven registered leaders.



Scouting History

Why the Uniform?

From "27 Years with Baden-Powell", by Eileen K. Wade, 1957

Chapter 12.

(NOTE: This article was written when only boys could be members.)

I was talking lately on the telephone to a friend who remarked that if she were a millionaire she would give to every Scout in the movement a proper Scout hat and ask him to wear it. "What a joy it would be," she said, "to see Scouts dressed as Scouts, even if only on formal occasions." I suppose the lid does not really matter so much as what is inside the box, but to the Founder the hat, like every other part of a Scout's uniform, had a significance that was almost spiritual. Boys who first wore it had to put up with a good deal of ridicule and, by "sticking it out," had achieved for their uniform a general admiration and respect.

Even in Scotland, where boys would have much preferred to wear their bonnet, they gave in to their Chief's ruling out of a sense of loyalty and in order to preserve uniformity throughout the Scout world.

The hat distinguished the Scout from every other boy in the world. I see in this [wrote the Chief], a value far above a mere pignickitiness in dress. A like uniform hides all differences of social standing in a country and makes for equality; but, more important still, it covers differences of country and race and creed, and makes all feel that they are members with one another of the one great brotherhood.

By his hat, his shorts and his staff was a Scout known, and his uniform was no mere fancy dress, but was carefully designed with a view to its practical usefulness for his work. It came to be recognised as the outward sign of something for which Scouting stood.

In early days much of the uniform was made at home. An ordinary shirt could be dyed and a pair of father's trousers cut down to shorts; but the hat had to be bought; and, because it had to be saved for and taken care of, it was prized and treasured and worn originally with three dents to remind the Scout of his three Promises.

The Scout hat originally got its initials "B.P." from the words "Boss of the Plains", the hat manufactured by Stetson. It was worn by the members of the South African Constabulary (raised and commanded by B-P. during the South African War) as being both distinctive and practical. It shaded the face from sun, protected it from heavy rain, shaded the eyes when scouting at a distance, was useful for watering horses, for fanning a fire, for carrying water in emergencies, and in many other directions. It suited all climates and is still worn by the members of the Royal Canadian North-West Mounted Police.

Many suggestions have been made for celebrating the centenary of the Founder's birth and the golden Jubilee of Scouting. I can think of none that would have pleased him so much as the wholesale return of the movement to the Scout hat, which he defended as vigorously as he did Mafeking!

Like the hat, each part of the uniform had its special significance and romance. It is difficult today to realise what a sensation was caused in 1908 by the appearance of Scouts in shorts. Small boys at that time wore "long-shorts" extending below the knee, while older boys wore breeches or long trousers. In introducing shorts the Founder had to fight a certain amount of opposition, for he was told that boys would get cold through having their knees uncovered. His reply to this took the form of a sketch showing a pair of bare knees, with noses attached, and handkerchiefs blowing the same.

All kinds of epithets were hurled after Scouts, and a boy had to be tough to take these with a smile. "It doesn't matter if you are called 'Crusty knees'," wrote Roland Philipps in his Letters to a Patrol Leader, "so long as you are not crusty inside." As the Scout movement developed and shorts became common wear, even by men, the habit of wearing them spread throughout the country. Freedom of movement, so necessary in scouting, was soon found to be an asset in games and shorts proved an economy for the mothers of growing boys.

The Scout scarf, worn with a triangular piece at the back, was designed for its practical use, and not for any artistic merit that it might possess. To protect the back of the neck against hot sun; the nose and mouth against dust; as an emergency handkerchief; or pad: as a triangular bandage; as ties or straps for a stretcher: there were few uses to which a scarf could not be put. In games it served as a distinguishing mark or "flash"; or in sudden cold weather it could be re-tied to protect the chest.

An extra knot in front was to remind a Scout to do his good turn for the day: when this was done he untied it.

The original Scout scarf was green, like that of the S.A. Constabulary; but as troops sprang up everywhere, distinctive colours were adopted, giving a pleasing variety of rainbow-hue in any large assembly. The "Gilwell scarf", with its patch of Maclaren tartan, is one variety now known in many lands, and was one which the Founder was proud to wear. On her travels round the world the Chief Guide delights at meeting this scarf in many out-of-the-way corners of the Commonwealth and world.

The origin of the Scout garter is interesting and may well have been lost sight of. A plait of wool, of the same colour as the stockings, tied below the knee, had a double purpose. It both supported the stocking and supplied its mending wool. Threads from it could be pulled out for other purposes too, such as tying up bunches of flowers, etc.

The staff was an integral part of the uniform and was carried by every Scout. Its uses were too numerous to mention, but were constantly described and illustrated by the Founder. They included the making of stretchers, the rescuing of skaters who had fallen through thin ice; the fording of rivers, the climbing of hills; the gauging of heights and distances. A Scout's staff was, like himself, one of a number yet having its own characteristics.

He could notch it to mark his progress up the Scout ladder, or use it as other people would use a scrapbook or diary. The Chief, in writing of the staff, said:

“To the outsider's eye the Scouts' staves are so many broomsticks, but to the Scout they are different. His staff, decorated with his own particular totem and signs, is typical; like his staff, among a mass he is an individual having his own traits, his own character, his own potentialities. He may be one of a herd but he has his own entity.”

The staff had been a part of the Chief's own equipment in all his overseas adventures and had proved an invaluable companion. One of his favourite home-made mottoes was that "A smile and a stick will carry you through every difficulty".

The Scout staff was so much a part of the original uniform that the first Girl Guides, in imitating their brothers, not only called themselves Scouts, but also carried staves. At Heather Baden-Powell's christening at Ewhurst in 1915 the girls of Roedean School, complete with Scout hats and staves, formed the Guard of Honour!



A new game.....Spot the DC.....



and as they say at Disney.....

That's all Folks !!!!